Ultima® Exodus

NES—UL—USA★

FCI

Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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Ultima Story

Eons ago Lord British came unto the lands of Sosaria. Since that time it has been united under his rule as the Kingdom of Britannia and has gone through two major crises. A few years ago there were political upheavals among the city states of the kingdom. The ringleader of this political instability was Mondain, the Magician. Under his horrible rule, the people's lives were devastated. A valiant warrior was called forth from another world by Lord British. This warrior finally overthrew Mondain.

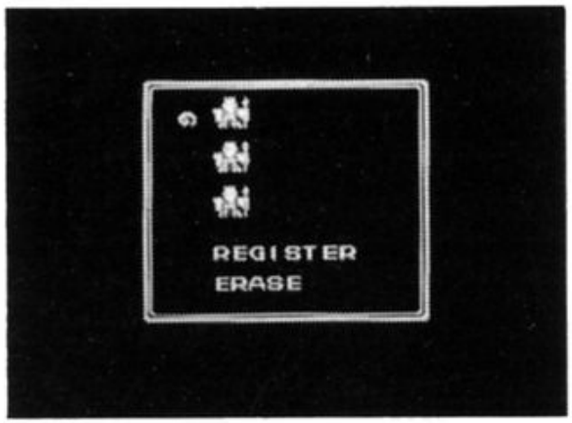
Britannia survived the first crisis. But peace in the Kingdom of Britannia did not last long. Minax, the Witch, a disciple of Mondain, became very powerful and ruled the world of darkness. Minax had power to sway the time axis of the universe. However, a legendary hero again came to the rescue, overthrew Minax, and brought peace back to the kingdom.

The Kingdom of Britannia entered into a peaceful state for another twenty years. Now, the Kingdom is about to face its third crisis. Rumours abound about a fiery island which has emerged in the southwestern seas. Little is known of the evil that dwells there. It is known only as EXODUS. Mondain and Minax have cast a spell on Exodus, this island of fire, and the little-known island has started volcanic activity.

Lord British has sent out a call across time and space in search of four valiant warriors. Their quest: to return peace to the kingdom. They must solve the riddle of Exodus. You are the leader of this quest.

Register the Names of Players

A



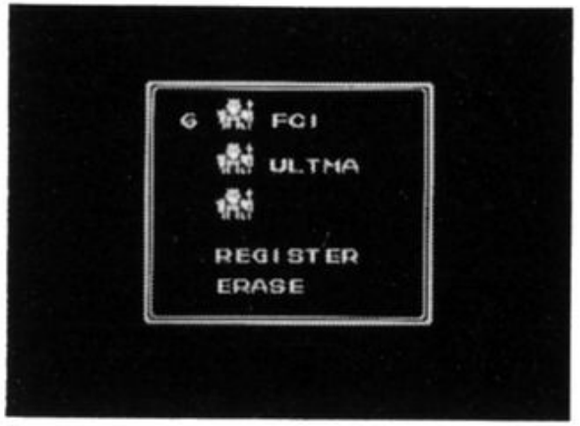
B

C

Insert the cassette into the Nintendo control deck. The Title Screen (see Picture A) will appear.

Push the Start Button, the Name Selection Screen (see Picture B) will appear. When you play the game for the first time, set the cursor to "Register" by pushing Button ✚. Then push Button A. The Name Registration Screen (see Picture C) appears.

Choose letters using Button ✚. Then push Button A to input letters. When you want to correct letters, set the cursor to "Back Space" (BS) and push Button A. This will allow you to erase the letters one by one. The name you input should consist of up to five letters. When you finish inputting your name set the cursor at "End" and push Button A. The Name Selection Screen appears again.



D

E

If you want to erase the name you registered, push Button ✚ on the Name Selection Screen, and choose "Erase". Then push Button A. When you set the cursor at the name you want to erase and push Button A, the computer asks if you are sure of this action. Set the cursor at "Yes" by using Button ✚ and push Button A. Now the name is erased and all the data on that character is deleted. (See Picture D). When you have finished registering names, set the cursor at the name you registered, and push Button A. The screen changes to the Create/Continue Screen (see Picture E).

How to Create Characters

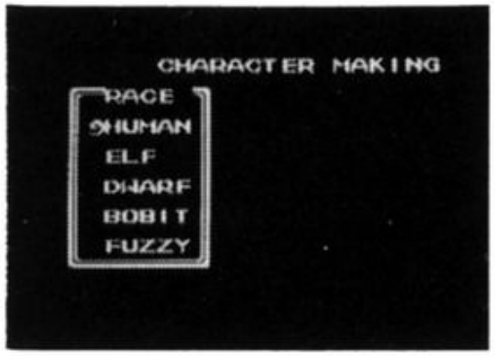
F

G

Ultima is a Role Playing Game. Four characters form a party and start the adventure. If you are playing the game for the first time, you have to create characters of your own.

When you create characters, set the cursor at "Create" on the Main Menu Screen, and push Button A. The screen will move forward (see Picture F). Choose "Create" again. The screen changes again (see Picture G). There are two ways of creating characters. You can either choose to create your own (1. Hand-Made) or use characters already created by the computer (2. Ready-Made). Below are more details about each mode.

1. Hand-Made Mode (Create your own characters)



H

Choose "Hand-Made" on the screen. The Character Creation Screen (see Picture H) will appear.

Choose Among the Races

You have five race groups to choose characters from: Human, Elf, Dwarf, Bobit, and Fuzzy. They differ in Strength (attacking power), Dexterity (ability to escape from a trap, and steal), Intelligence (magic power) and Wisdom (will power). [see the table below]. Move the cursor with Button ✚ and use Button A to select.

Race Groups and Maximum Amount of Each Ability

Race Groups	Ability			
	Strength	Dexterity	Intelligence	Wisdom
Human	75	75	75	75
Elf	75	99	75	50
Dwarf	99	75	50	75
Bobit	75	50	75	99
Fuzzy	25	99	99	75

Characters Differ Depending on Their Profession

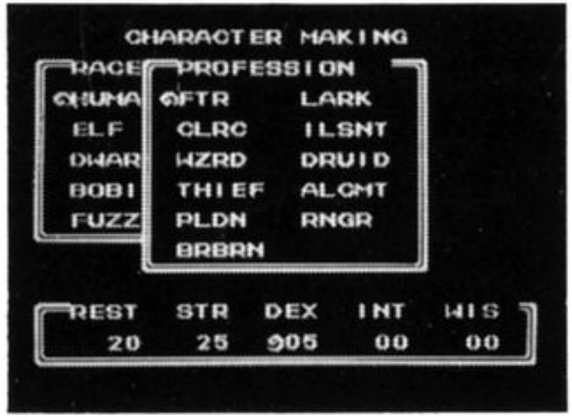
When you decide on a race group, the Profession Selection window opens, and the screen changes to the one as Picture I shows. Then choose the profession of each character using Button ✚ and execute with Button A.

You have eleven different kinds of professions to choose from for your characters: Fighter, Cleric, Wizard, Thief, Paladin, Barbarian, Lark, Illusionist, Druid, Alchemist, and Ranger. Each profession differs in the capacities of weapon and armor allowed. The range of a spell, the maximum level of Magic Points (MP), and the range of dexterity also differs according to the characters' professions. Choose the characters' professions in relation to their race group. For example, if you choose an Elf as a race group, and a Fighter as its profession, your character is not only unable to cast a spell, but also has no dexterity. You have to be very careful in choosing a profession that maximizes the ability of the race.

Professions and Their Characteristics

Profession	Weapon	Armor	Spell	MP	Dexterity
Fighter	all	all	none		none
Cleric	mace	bronze armor	will power	all	none
Wizard	knife	cloth	magic power system	all	superior
Thief	sword	leather	none		none
Paladin	all	iron armor	will power system	half	ordinary
Barbarian	all	leather	none		none
Lark	all	cloth	magic power	half	ordinary
Illusionist	mace	leather	will power	half	none
Druid	mace	cloth	both	half of the stronger power	ordinary
Alchemist	dagger	cloth	magic power	half	ordinary
Ranger	bronze	dragon armor	both	half of the weaker power	ordinary

Distribute Ability Points



J

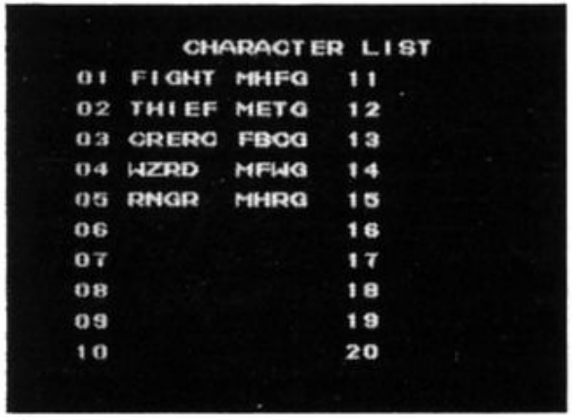
K

Once you decide on the profession, a window appears on the bottom of the screen (see Picture J). This window is for selecting the starting ability. You have to allocate a total of 50 points to each ability of STR (strength), DEX (dexterity), INT (intelligence) and WIS (wisdom). Move Button ✚ up and down and allocate a maximum of 25 points to each ability. If the total amount of points of the four abilities is below or above 50 points, you have to start from the beginning again.

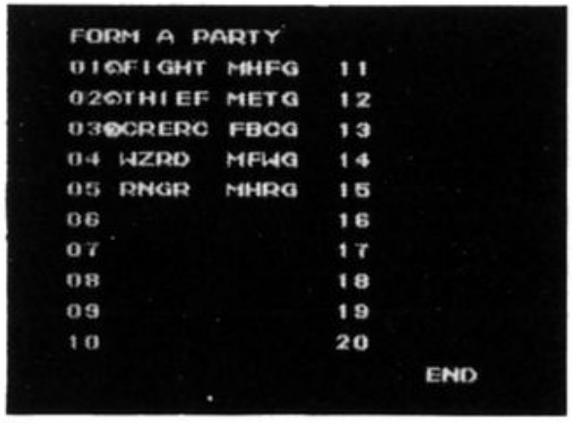
After you finish allocating the points, push Button A and O.K. or cancel will appear on the screen. Choose O.K. and push Button A. A new screen will appear (see Picture K). Name the character the same way you registered names.

Now Form the Party and Start the Game

L



M



N

You can create up to 20 characters per player. You have to create at least four characters to form a party. A new screen (see Picture L) will appear. Choose "Examine" and a list of characters you've created appears (see Picture M). If a character is unable to perform properly, you can delete the character using "Discard". This will make room for another character. In order to start the game, choose "Form Party". A new screen will appear (see Picture N). Now choose each character by using Button ✚ and Button A. Then set the cursor at "End" using the Select button and push Button A. The game is about to start!

When the party is formed, the program is automatically saved.

2. Ready-Made Mode

(For players who prefer to choose characters only)

O

P

If you don't want to go through a process of creating characters, choose "Ready-Made" (see Picture O). The Ready-Made Mode Screen (Picture P) will appear. Choose four of the eleven different characters that the computer has already created.

On the Ready-Made Screen, two rows of characters will appear for you to choose from. Move Button ✚ horizontally and set Button ✚ at your favorite character. Then push Button A. After you choose the first character, the next screen appears with two different characters. Choose the second character the same way. If you don't want to choose either of the two, push Button B. The next screen will appear. After selecting four characters, name each character. Now you are ready to start the game!

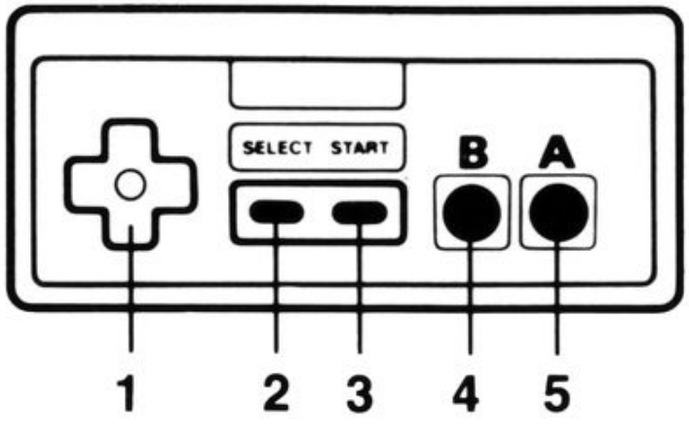
If You Want to Stop the Game Temporarily, Go to an "INN"

Q

SAVE FEATURE... If you want to stop playing, but continue the game later, go to an "INN" and save the entire record of the adventure in Memory Backup. Turn off the power while pushing the Reset Button.

CONTINUE... If you want to continue the game you saved before, set the cursor at the names of your characters on the Name Selection Screen (see Picture Q) and push Button A. The Main Menu Screen will appear. Choose "Continue". You can continue to play the game you saved before.

Names of Controller Parts and Operating Instructions



You can only use Controller 1 to play Ultima.

1 CONTROL PAD/Button ✚
2 SELECT Button
3 START Button
4 Button B
5 Button A

CONTROL Button ✚: This button moves the members of the party up, down, right and left on the ground, in castles, and in town. It also moves ships with the members on board. In the Battle Mode, you can move the attacking character (the one with the light blinking) up, down, right and left. You can also choose the direction of attack with this button. When the window (indicating window) is open, move the cursor up, down, right and left. In a dungeon you can move the character one step forward with the upper button, left with the left button, right with the right button, and backward with the lower button.

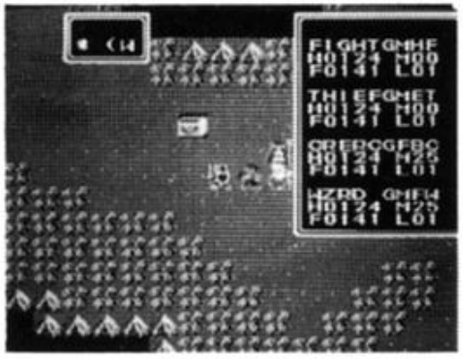
SELECT: Use the Select Button when the command window is open to scroll to another screen of commands.

START: This button starts the game.

Button A: If you push Button A during the game, the Command Window (indicating window) opens. Move the cursor with Button ✚ and select command with Button A. If the cursor appears in the sentence window (e.g. conversation), push Button A and a phrase will appear.

Button B: While the window is open, push Button B. The window closes and the Command is cancelled. Also push Button B if a character chooses to pass his turn to the next character without moving.

Check the Status of Each Character



If the characters stand still on the ground, the data for each member appears on the right side of the screen. The status will appear as follows.

1. Character's Name
(*First Character in line*)

2. Condition of Health

3. Sex

4. Race Group

5. Profession

6. Hit Points

7. Magic Points

8. Food Points

9. Level

(Second character)

(Third character)

(Fourth character)

```
FIGHTGMHF
H0150 M00
F0150 L01

THIEFGMET
H0150 M00
F0150 L01

CRERCGFBC
H0150 M00
F0150 L01

WZRD GMFW
H0150 M00
F0150 L01
```

1. Character's Name

2. Condition of Health

G: Good
P : Poisoned
C : Cold
D : Dead
A : Ash

If the character's condition is not good, you have to make him/her recover by going to the hospital, drinking pure water from a spring, or getting help from a magic spell. The Cold condition is contagious to other characters. So watch out!

3. Sex

M: Male
F : Female
(profession determines sex)

4. Race Groups

H: Human
E : Elf
D: Dwarf
B : Bobit
F : Fuzzy

5. Professions

Male	Female
B : Barbarian	L : Lark
D : Druid	I : Illusionist
A : Alchemist	C: Cleric
R : Ranger	P: Paladin
F : Fighter	
W: Wizard	
T : Thief	

6. Hit Point (HP)

If the index reaches 0000, the character dies.

7. Magic Point (MP)

This index determines the kind of a spell the character can use.

8. Food (F)

If the index reaches 0000, HP of the character gradually diminishes.

9. Level (L)

You can increase the level of the character by increasing his/her experience points.

Indicated on the upper left side of the screen are the waxing and waning of the two moons, and the wind direction in the Sosaria World. You have to figure out what the waxing and waning of the two moons means by yourself!

You can check the ability points of Strength, Dexterity, Intelligence, Wisdom, and MMP (Maximum Magic Points), MHP (Maximum Hit Points), EXP (Experience Point), and Gold (Gold) using Status Command. Also, you can check tools with the "Tool" Command. See the Instructions on Commands for further details.

Commands

During the game, push Button A and the Command Window (exhibition window) appears. By using Button ✚, move the cursor to the command you want to use. Then push Button A, and execute. If you want to cancel it, push Button B. If you push the Select Button, the command screen will scroll to show other commands. Listen to the people

in town for more information about additional commands.

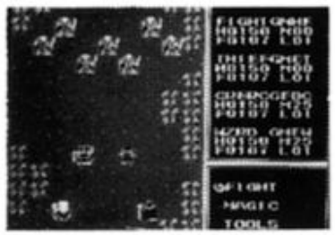
Talk

Use TALK when you want to speak with the people in the castle, and in town. You can practice this command by putting the character first in line next to the person you want to speak to. You can also let the character speak to the person over the counter in a shop.

Magic

Use this command when you want to use magic. When "Who?" appears on the screen, choose the character you want to cast the spell with Button ✚ and execute with Button A. You have two different kinds of spells—the "magic power Intelligence system" and the "Will Power (by Wisdom) system". If the character you choose can use both systems, select either one of the power systems. When the power system of your choice appears on the screen, choose it with Button ✚, and select with Button A. (See page 28 for more details.)

Fight



This command is for fighting your enemies. When the enemy appears on the ground, you have to approach it, face it, and execute the command. This will activate the Fight Command (see page 19 for details on the Fight Command). Be careful because several enemies may appear as a single figure on the map. When one of your party members encounters an enemy, the Fight Command is activated automatically. The Fight Command is also activated against the people in the town and castle as well. Keep in mind that unnecessary fights should be avoided. Remember that you must push the Status Command if you want to choose new weapons and armor before each fight.

Status

This command is to check the status data of all four members of the party, and change their weapons and armor. If you want more detailed information on a specific character, move the cursor to that character with Button ✚ and push Button A. You can also change the weapons and armor appearing on the screen. Choose the weapon you want to arm each character with by Button ✚ and execute with Button A. Do the same with the armour.

Tools

This command is for using the tools. After you execute the command, ''Who'' appears on the screen. Choose which character will use the tools with Button ✚ and Button A. When that tool appears on the screen, select it by using Button ✚ and Button A.

Give

This command is for the exchange of weapons, armour, and tools among the members of the party. Choose the character who has the weapon/armor/tool to exchange. Then a list of the tools appears on the screen. Select what to exchange with Button ✚ and Button A. When another window appears choose which character will receive that tool. In case a character is burnt to ashes, his/her tools are also burnt to ashes and unable to be exchanged. When you receive each new weapon or armor, it must be entered into the status command and selected before you can access the weapon or armor.

Commands

Get This command is for taking a treasure chest. Put the character who is first in line of the party on the treasure chest. Execute the command. Then choose who takes the chest using Button ✚ and Button A. You can steal treasure chests from behind the shop counter but if you are caught by a guard, he will attack you, so be careful.	**Climb** This command is for moving up and down inside the dungeon. If the ladder is available either upward or downward, choose which direction to take using Button ✚ and Button A. Push the Select Button and another screen of Commands is displayed.
Food This command is to allocate the total amount of food equally to each member of the party. (The allocation excludes dead members.)	**Gold** This command is to exchange gold among the members of the party. Choose the characters who are exchanging gold, and the amount of gold to be exchanged with Button ✚ and Button A. (This allocation excludes dead members.)
Horse If you execute this command after acquiring a horse, all members of the party can ride horseback and move faster. If you execute this command when the members are already on horseback, they will dismount. If you want the members to remount put the first character in line over the horse and select Horse Command.	**Order** This command is for rearranging the line of the party. Choose the members whose positions you want to change with Button ✚ and Button A. If you successfully rearrange the line, you can fight more efficiently and it will be easier to undo the trap hidden in the dungeon.

The Combat Mode!!

This is the Combat Mode. You don't know how many enemies you have to confront until you actually get into this mode.

Whenever the characters walk above-ground or in the dungeon and confront the enemy, they move to the Combat Mode Screen either automatically or using the Fight Command.

Once in the Combat Mode, characters can move around, take aim, and attack. The first character in line begins followed by the other characters in order. The character with the light flickering has the power to move around the screen using Button ✚. Each character can move only once before attacking. When you use the command, push Button A and open the command window. You have three different kinds of command—Fight, Magic and Tool. Choose using Button ✚. Select with Button A. Abort by using Button B. Select direction with Button ✚.

Fight
Approach the enemy and choose the Fight Command. Then input the direction of the attack with Button ✚. If you are equipped with firearms, you can attack the enemy from a distance. The successful outcome of each fight is dependent on the dexterity of each character.

Magic
Choose which kind of magic using Button ✚ and execute with Button A. Input the direction with Button ✚. (See page 28 for more details.)

Tools
Use this command the same way as you use the Tool Command in a non-warfare situation.

Leave the command window open and push Button B. Then that character passes both command and shift. The next character takes a turn.

When all the members of the party finish attacking, it is the enemy's turn to attack the party. The fight continues until either side is annihilated. You can't escape from the fight once you begin. When the character successfully kills the enemy, his/her experience points increase.

When the party wins the fight, the screen goes back to the original one and you can get the treasure box. If the party loses the fight, only the first member in line is allowed to revive himself before Lord British.

Geography of Sosaria

Sosaria, where the adventure takes place, has a variety of natural features such as mountains, grassland, woods, along with castles, towns, and dungeons. You have to be familiar with these features since some places are inaccessible. In some locations your view is blocked. Be careful!

Castle There are two castles. Characters can enter the castle by moving on top of it.	**Town** There are various towns full of people. When the character moves on top of it, he/she can get in.
Grassland Characters can get a wide view from here. They can also walk quickly.	**Floor and Street** Characters can walk easily here.

Bush Characters have some difficulty walking here.	**Ocean** If the characters are in a ship, they can move around freely.
Mountains and Wall Characters can't walk or climb here.	**Barrier/Lava** Characters can walk here, but they get exhausted easily.
Whirlpool This moves on the surface of the ocean and can swallow your ship.	**Shrine** See for yourself what's inside. Move the first character in line on it and enter.
Dungeon This is an entrance to an underground maze. When the first character in line moves on top of it, he/she can get in.	**Door** If you have the key, you can open it and enter.
Woods Characters have a lot of difficulty here because their views are blocked by the trees.	**Ladder** Practice the Ladder Command in front of the ladder. The command allows you to climb up and down the ladder.

Inn You can save previous actions here. There are several Inns.	**Counter** You can talk with the salesclerk over the counter
Moon Gate When you get the first character in line on it, the whole group can warp to another place.	**Treasure Chest** Put the first character in line on it, and select the Get Command. This will allow you to collect your treasure.

Shops

In towns and castles, you can purchase necessary goods for the adventure. You can also sell unnecessary things, get information from the salesclerks, etc.

When you go to a shop, talk to them over the counter. You can tell the type of shop by the appearance of the salesclerk.

Shops

Fortune Teller's Shop **(Fortune Teller)** When you visit here in time of need, you'll get good advice from the fortune teller.	**Pub** **(Bartender)** You can have drinks here. If you tip the bartender generously, he might tell you an interesting story.

Inn **(Salesclerk)** If you save your previous activities here, you can start the game from that point even after you reset the game.	**Stable** **(Merchant)** Deal with the merchant and you might be able to get a faster horse. Once you get the horse, you can ride it using the Horse Command.
Weapon Shop **(Merchant)** You find a variety of weapons sold here. You can also sell used weapons to the merchant. The merchant will only buy the kind of armor he sells.	**Hospital** **(Doctor)** When the characters catch cold, or get poisoned, they can be cured if they pay the doctor here.
Armory **(Merchant)** You will find a variety of armor sold here too. You can also sell the used armor to the merchant, but he will only buy the kind of armour he sells.	**Temple** **(Priest)** Go to the church when you are in trouble. You'll feel relieved. Don't forget to make a donation.
Casino **(Merchant)** You can bet money here and have fun. If you win the bet, you will get rich.	**Store** **(Shop Keeper)** Food is sold here. As your food decreases, your HP (Hit Point) will also decrease.
Guild **(Merchant)** You will find a variety of tools necessary for the adventure here. Only a few towns have this kind of shop.	

Weapons and Armor

In order to win the battle against strong enemies, you need to be equipped with powerful weapons and armor. Purchase new weapons and armor. (In order to do so, you have to save money!) Once you have made a purchase, protect yourself with the Status Command. Some characters can't use certain weapons and armor due to the nature of their professions. (See page 17 under Status Command for more information about changing weapons and armor.)

Weapons

Dagger: You can throw a dagger at an enemy in the distance. But you can use this weapon only once.	**Mace:** This is stronger than the knife. You can use this weapon against the enemy only when the enemy is near you.
Sling Shot: You can shoot an enemy from a distance with this weapon. You can use this weapon as many times as you like.	**Axe:** This weapon is quite powerful and effective against a nearby enemy.
Blowgun: You can attack an enemy from a distance with this weapon. This is more powerful than a slingshot, and you can use this weapon many times.	**Sword:** You can attack only when the enemy is near you. If your attack is successful, the enemy will be near death.

Spear: This is more powerful than the bronze sword. You can attack an enemy with this only when the enemy is near you.	**Broad-ax:** This is more powerful than the spear. You can use this against a nearby enemy.

Armor

Cloth: This is a plain cloth. This does not protect very well against enemy attacks.	**Leather:** This is a little bit more effective protection than a plain cloth. But this is not helpful in protecting yourself from an attack.
Bronze Armor: This is the cheapest armor but it is more helpful than the cloth or leather.	**Iron Armor:** This is quite strong armor. This will protect you from your enemies' attack.

There are even more weapons and armor than mentioned here.
You can find them as you go along on your adventure.

Tools

The characters of the party are able to make use of various tools other than the weapons and armor. You can purchase these tools at shops in town or find them in the treasure chest.

Tools

Torch: This is for lighting the way for the party. The light goes out as time passes. Purchase a lot of torches before going into a dungeon. You can buy a set of five torches at a tool shop.	**Magic Key:** You can open any door with this Magic Key. Remember, you can use this key only once. You can purchase this key at a tool shop.
Gem: You can locate the party when you look into this crystal ball. You can tell where the party is located on a map, too.	**Sands of Time:** When you spread this sand, you can freeze time. You can stop the movement of the enemies, while your characters can still move around. This special power does not last long. Be careful!
Ship: You can move freely on the ocean. If your enemy is on a ship, and you win the fight, you can take over their ship!	***You can find more tools in the course of your adventure. Discover new ways to use them on your own.***

Magic

You can cast various spells with the Magic Command. There are two different kinds of magic—the Magic Power System and the Will Power System.

These two systems differ in power. The different Professions and Magic Power of each character gives each different magic to cast.

Magic Power System

Repel (Consume MP00) You can use this spell when you fight with your enemies. This spell is effective against Ork, Troll, and Goblin.	**Ascend (Consume MP20)** If you cast this spell inside a dungeon, you can go one flight up even when there is no ladder available. You can use this spell only inside the dungeon.
Missile (Consume MP05) When you cast this spell, you can launch a fireball against your enemy. You can use this spell only during fights.	**Flame (Consume MP25)** This spell is more effective than Missile when you want to launch a fireball against your enemy. You can use this spell only during battles.
Light (Consume MP10) When you cast this spell, you can light up the dungeon for a certain amount of time. You can use this spell only when you are inside the dungeon.	**Trans (Consume MP30)** With this spell, the entire party can warp to a different place. This spell is effective only on the ground.
Descend (Consume MP15) If you cast this spell inside a dungeon, you can go one flight down even when there is no ladder available. You can use this spell only inside the dungeon.	**PSI (Consume MP35)** This is more powerful than Flame. You can use this spell only during a fight.

Magic Power System

Bright (Consume MP40) This keeps the dungeon lit up longer than Light.	**Stop (Consume MP60)** This spell can be used anywhere to freeze time for everyone except the party. It only lasts a short while.
Cleric (Consume MP45) Use this spell anywhere if there isn't a Cleric in your party. All the Will Power spells become available to you.	**PSI Kill (Consume MP65)** Use this spell during a fight to attack several enemies at the same time. It is effective against all enemies.
Poison (Consume MP50) A spell for multiple attacks which damage all enemies.	**Rot (Consume MP70)** Use this spell during a fight to decrease the HP of enemies.
Kill (Consume MP55) Use during a fight to attack devils or dragons using a fireball.	**Death (Consume MP75)** This is one of the strongest spells to use in a fight. Use it to extinguish almost any enemy.

Will Power System

Undead (Consume MP00) This spell is effective against Skelton, Gool and Zombi. You can use this spell only when you are fighting.	**Move (Consume MP30)** If you cast this spell inside the dungeon, you can teleport your characters to a different place on the same floor inside the dungeon.
Open (Consume MP05) If you cast this spell before you open the treasure chest, you can undo the trap hidden there. You can use this spell on the ground and inside the dungeon.	**Cured (Consume MP35)** Cast this spell when your character gets poisoned. He/she will be saved. You can use this spell both on the ground and inside the dungeon.
Heal (Consume MP10) When you cast this spell, it helps your damaged character recover his/her HP. You can use this spell anywhere.	**Surface (Consume MP40)** When you cast this spell while your characters are inside the dungeon, all characters will move back to the ground at once.
Glow (Consume MP15) If you cast this spell, you can light up a dungeon for a certain period of time. You can use this spell only inside the dungeon.	**Star (Consume MP45)** This spell will keep the dungeon lit longer than Glow.
Rise (Consume MP20) If you cast this spell inside the dungeon, you can move one flight up even when a ladder is not available.	**Large Heal (Consume MP50)** This spell helps revive the HP of a character. Use it when you meet up with a strong enemy.
Sink (Consume MP25) If you cast this spell inside the dungeon, you can move one flight down when a ladder is not available.	**Map (Consume MP55)** This spell has the same effect as the Gem. It will provide a map of the area.

Will Power System

Banish (Consume MP60) This spell can be used to attack with a strong fireball.	**Destroy (Consume MP70)** Use this spell in the combat zones to attack several people at one time. It is effective on sea serpents and man-o'-war.
Raise (Consume MP65) This spell can be used anywhere outside of the combat zone to revive a dead character. If it fails though, the character will turn to ash.	**Recall (Consume MP75)** Use this spell outside of the combat zone to revive characters who have turned to ash. Try it when Raise fails.

When MP increases, you can cast a variety of different spells both in the Magic Power System and in the Will Power System. You have to find out what kinds of spells are available and what powers they have.

Inside the Dungeon is a Three Dimensional Maze!!

Inside the dungeon is a three dimensional maze. The upper side of the screen indicates the floor the party is on and the direction they are headed. When the first character of the party (in line) gets on the entrance of the dungeon (the underground maze), all the members enter the dungeon automatically. It's pitch black inside, so use either a torch or magic to illuminate it. If you don't have either one, you have to go through the dungeon without lights.

Inside the dungeon, the screen shows a three dimensional picture. Use Button ✚ to move the party forward, backward, right and left. When there is a ladder, the party can climb up and down with the Climb Command. The lights continue to get dimmer and finally go out. You will have to re-light the inside of the dungeon.

Tips for a Successful Adventure

- The party of four characters sets forth on their adventure. Form the best and strongest party, choosing the best combination of each member's race group and profession.
- "Ultima" is a role-playing game. Each character increases his/her points of experience level. In the early stage of adventure, the party should fight weaker enemies to increase the points of experience level.
- When the point of experience reaches a certain degree, the characters' level will increase. Then, go to see Lord British. He will increase the maximum amount of HP.
- When your characters are attacked by enemies, or when they open the treasure chest, they might get poisoned, or catch cold. You have to send them to a hospital for treatment, or find a spring to drink pure water from.
- You cannot achieve success by merely fighting with your enemies. Make sure you listen to the people when you go to towns and castles. Their hints can be very helpful.
- Each enemy has a different way of moving, different weapons, and different weaknesses. You have to find out what each enemy's weak point is to successfully win the battle.

- You have to spend a lot of money on your way. To purchase weapons and armour you might want to go and see a fortune teller who will advise you on how to spend your money.
- You will have to leave a tip at the pub, so make sure you collect the gold from the treasure chest when you win a fight.
- When every member of the party increases his/her level of experience, you can enter the dungeon. You have to be careful in preparing necessary tools, especially, torches and food!
- The dungeon is three-dimensional. So it's important to keep track of your journey so you won't get lost.
- Not every adventure takes place on the ground or inside the dungeon. Sometimes, you have to get on board ship and set sail for the ocean.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, stock No. 004-000-00345-4.

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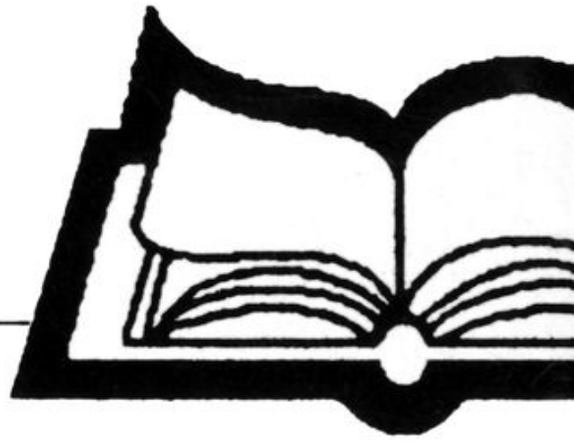

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